BLACK BEAST OF BEDLAM

This revolting entity constantly melts, boils, and reshapes itself in an ever-shifting series of shapes, each one more horrific than the last. It rapidly shifts through dozens of forms before settling on a semi-amorphous mass of tar-like tentacles dotted in spines, clawed tentacles, viscous sacs, bulging eyes, and other vague features that suggest remnants of a humanoid body. Embedded in the creature's primary tentacle and held aloft is a humanoid skull which cackles and whispers terrifying truths in an ancient tongue.

Chaos Personified. A black beast of bedlam is the idea of chaos personified. It is unclear where they first originated, however, they tend to spend most of their time in chaotic places and realms of madness such as The Abyss or The Far Realm. On rare occasions, when they manage to find a way into another more stable plane of existence, they revel in warping the surrounding environment to suit them and the chaos they enjoy. This not only affects the environment of the beast, but also other living creatures who make physical contact with it.

Sound Mind. Despite their innate desire for chaos, a trait reflected by their behaviour as well as their ever-shifting form, these aberrant entities are actually

quite intelligent and capable of tactics well beyond most people's initial estimations. Using their uncanny ability to mimic sounds, a black beast of bedlam can manipulate many situations to its advantage against foes who are unaware of what they might be facing. A common tactic used by these creatures is to "replay" the voices of their previous victims to antagonise potentially enemies, especially if they are able to glean a connection between them.

Black Beast of Bedlam

Large Aberration, Chaotic Evil

Armour Class - 16 (natural armor)
Hit Points - 195 (17d8 + 119)
Speed - 60 ft., climb 60 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
24	18	21	16	16	18
+7	+4	+5	+3	+3	+4

Skills Perception +8
Damage Resistances acid, cold, fire
Damage Immunities lightning, poison, thunder
Condition Immunities charmed, paralyzed, petrified, poisoned, restrained, sleep, stunned
Senses darkvision 120 ft., tremorsense 120 ft., passive Perception 18
Languages Abyssal, Common, Slaad
Challenge 13 (10,000 XP)

Proficiency Bonus +5

Traits

Immutable Form.
The beast is immune to any spell or effect that would alter its form.

Corporeal Instability.
A living creature hit by a melee attack from the beast must make a DC 18 Constitution saving throw, becoming a spongy, amorphous mass on a failed save. Unless controlled through an act of will, the victim's shape melts, flows, writhes, and boils.

The affected creature is unable to hold or use any item. Clothing, armor, rings, helmets, and backpacks become useless. Large items - armor, backpacks, even shirts - hamper more than help, reducing the creature's Dexterity score by 4. Soft or misshapen feet and legs reduce speed to 10 feet. Searing pain courses along the nerves so strong that the creature cannot act

coherently. It cannot cast spells or use magic items, and it attacks blindly with disadvantage, unable to distinguish friend from foe.

Each round the creature spends in an amorphous state reduces its Wisdom score by 1. If the creature's Wisdom score falls to 0, it becomes a chaos beast under the DM's control.

A creature with a strong sense of self can regain its own shape by succeeding on a DC 18 Charisma check at the end of each of their turns. A success reestablishes the creature's normal form for 1 minute.

Corporeal instability is not a disease or a curse. A shapechange or stoneskin spell does not cure the afflicted creature but fixes its form for the duration of the spell. A lesser restoration, heal, or greater restoration spell removes the affliction and restores all lost wisdom.

Freedom of Movement.
The beast's movement is unaffected by difficult terrain, and spells and other magical effects don't reduce the beast's speed. The beast can also spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has it grappled.

Mockery.
The beast can mimic animal sounds and humanoid voices and can make it seem as if the sound is coming from anywhere within 30 feet of it. A creature that hears the sounds can tell they are imitations with a successful DC 18 Wisdom (Insight) check.

Actions

Multiattack.
The beast makes two claw attacks.

Claw.
Melee Weapon Attack: +12 to hit, reach 5 ft., one creature.
Hit: 16 (2d8 + 7) slashing damage.

Damning Darkness (1/Day).
The beast fills a 15-foot-radius sphere centred on a point within 60 feet of it with magical darkness for 10 minutes. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. When a living creature starts its turn in the area of darkness it takes 7 (2d6) psychic damage.

Screeching Skull (Recharge 5-6).
Using the skull of a recent victim, retained in the beast's form as a trophy, it unleashes a terrible screech that affects all living creatures within 60 feet of the beast. An affected creature is frightened of the beast for 1 minute and has their wisdom reduced by 1 unless it can succeed on a DC 18 Wisdom Saving Throw. A creature who fails can attempt this saving throw again at the start of each of their turns. The wisdom reduction lasts until the affected c creature takes a long rest.

Noxious Fumes (Recharge 5-6).
The beast creates a 20-foot-radius sphere of poisonous gas centered on itself. The gas spreads around corners. It lasts for 1 minute or until strong wind disperses the gas. The

area is heavily obscured. When a creature enters the area of the gas for the first time on a turn or starts its turn there, that creature must make a DC 18 Constitution saving throw. The creature takes 5d8 poison damage on a failed save, or half as much damage on a successful one. Creatures are affected even if they hold their breath or don't need to breathe. On initiative count 20 the gas moves 10 feet in a direction chosen by the DM, rolling along the surface of the ground. The vapors, being heavier than air, sink to the lowest level of the land, even pouring down openings.

Innate Spellcasting.
The beast's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- At will: *disguise self*
- 3/day each: *confusion, detect evil and good, shatter, tongues*
- 1/day each: *phantasmal killer*